## IN THE CLAIMS

Please amend the claims as follows:

1.      (Original)  A method for evaluating a game outcome on a gaming machine, the method comprising:

receiving a game rules script, the game rules script defining a set of winning outcomes;

parsing the games rules script into a game rules data structure;

generating a game outcome; and

determining if the game outcome matches at least one winning outcome in the set of winning outcomes in accordance with the game rules data structure.

2.      (Original)  The method of claim 1, wherein the set of winning outcomes comprise winning outcomes for a card game.

3.      (Original)  The method of claim 2, wherein the card game comprises a poker card game.

4.      (Original)  The method of claim 1, wherein the set of winning outcomes comprise winning outcomes for a dice game.

5.      (Original)  The method of claim 4, wherein the dice game comprises a Yahtzee® game.

6.      (Original)  The method of claim 1, wherein each winning outcome in the set of winning outcomes comprises a set of match rules, wherein the game outcome includes a plurality of game elements, and wherein determining if the game outcome matches at least one winning outcome includes determining if each match rule in the set of match rules for a winning outcome matches at least one game element.

7.      (Original)  The method of claim 6, wherein the game element comprises a playing card.

8.      (Original)  The method of claim 6, wherein the game element comprises a die.


9.      (Original)  The method of claim 6, wherein determining if each match rule in the set of match rules for a winning outcome matches at least one game element includes the tasks of:

    a.      comparing a game element with a match rule in the set of match rules;

    b.      if the game element matches a match rule, then:

        removing the game element from the plurality of game elements to form a reduced set of gaming elements,

        removing the match rule from the set of match rules to form a reduced set of match rules,

        executing tasks a and b on the reduced set of gaming elements and the reduced set of match rules; and

    c.      determining that each match rule has been matched when no rules remain in the reduced set of match rules.


10.     (Currently Amended)  A computer-readable medium having disposed thereon a game rules script, the game rules script comprising:

    <u>text defining</u> a set of winning outcomes for a game; and

    a set of rules for each winning outcome in the set of winning outcomes for the game;

    wherein during a separate data processing step a game outcome is compared to the set of rules to determine if the game outcome matches the set of rules.


11.     (Original)  The computer-readable medium of claim 10, wherein the set of rules include a rank matching rule.


12.     (Original)  The computer-readable medium of claim 11, wherein the rank matching rule defines an exact match to a rank.


13.     (Original)  The computer-readable medium of claim 11, wherein the rank matching rule defines a numerical comparison to a rank.

14.     (Original)  The computer-readable medium of claim 10, wherein the set of rules includes a suit matching rule.

15.     (Original)  The computer-readable medium of claim 10, wherein the set of rules includes a wild card definition rule.

16.     (Original)  The computer-readable medium of claim 10, wherein each winning outcome in the set of winning outcomes includes a payout amount.

17.     (Original)  A computerized gaming system comprising:

a game rules script, said game rules script including a set of winning outcomes for a game, each of the set of winning outcomes including a set of match rules;

a parser operable to parse the game rules script into a game rules data structure; and

a gaming application operable to:

generate a game outcome;

determine if the game outcome matches at least one winning outcome in the set of winning outcomes in accordance with the game rules data structure.

18.     (Original)  The computerized gaming system of claim 17, wherein the set of winning outcomes comprise winning outcomes for a card game.

19.     (Original)  The computerized gaming system of claim 18, wherein the card game comprises a poker card game.

20.     (Original)  The computerized gaming system of claim 17, wherein the set of winning outcomes comprise winning outcomes for a dice game.

21.     (Original)  The computerized gaming system of claim 20, wherein the dice game comprises a Yahtzee® game.

22.     (Original)  The computerized gaming system of claim 17, wherein each winning outcome in the set of winning outcomes comprises a set of match rules, wherein the game outcome includes a plurality of game elements, and wherein the gaming application is further operable to determine if each match rule in the set of match rules for a winning outcome matches at least one game element.

23.     (Original)  The computerized gaming system of claim 22, wherein the game element comprises a playing card.

24.     (Original)  The computerized gaming system of claim 22, wherein the game element comprises a die.

25.     (Original)  The computerized gaming system of claim 17, wherein the gaming application is further operable to:

    a.     compare a game element with a match rule in the set of match rules;

    b.     if the game element matches a match rule, then:

        remove the game element from the plurality of game elements to form a reduced set of game elements,

        remove the match rule from the set of match rules to form a reduced set of match rules,

        execute tasks a and b on the reduced set of game elements and the reduced set of match rules; and

    c.     determining that each match rule has been matched when no rules remain in the reduced set of match rules.

26.　　(Original)  A computer-readable medium having computer executable instructions for performing a method for evaluating a game outcome on a gaming machine, the method comprising:

　　　　receiving a game rules script, the game rules script defining a set of winning outcomes;

　　　　parsing the games rules script into a game rules data structure;

　　　　generating a game outcome; and

　　　　determining if the game outcome matches at least one winning outcome in the set of winning outcomes in accordance with the game rules data structure.

27.　　(Original)  The computer-readable medium of claim 26, wherein the set of winning outcomes comprise winning outcomes for a card game.

28.　　(Original)  The computer-readable medium of claim 27, wherein the card game comprises a poker card game.

29.　　(Original)  The computer-readable medium of claim 26, wherein the set of winning outcomes comprise winning outcomes for a dice game.

30.　　(Original)  The computer-readable medium of claim 26, wherein the dice game comprises a Yahtzee® game.

31.　　(Original)  The computer-readable medium of claim 26, wherein each winning outcome in the set of winning outcomes comprises a set of match rules, wherein the game outcome includes a plurality of game elements, and wherein determining if the game outcome matches at least one winning outcome includes determining if each match rule in the set of match rules for a winning outcome matches at least one game element.

32.　　(Original)  The computer-readable medium of claim 31, wherein the game element comprises a playing card.

33.　　(Original)　The computer-readable medium of claim 31, wherein the game element comprises a die.

34.　　(Original)　The computer-readable medium of claim 31, wherein determining if each match rule in the set of match rules for a winning outcome matches at least one game element includes the tasks of:

　　a.　　comparing a game element with a match rule in the set of match rules;

　　b.　　if the game element matches a match rule, then:

　　　　removing the game element from the plurality of game elements to form a reduced set of gaming elements,

　　　　removing the match rule from the set of match rules to form a reduced set of match rules,

　　　　executing tasks a and b on the reduced set of gaming elements and the reduced set of match rules; and

　　c.　　determining that each match rule has been matched when no rules remain in the reduced set of match rules.